

TopDeckTM

PRESENTS

R^{TEAM}**TM** **Rocket**

• **STRATEGY & CARD GUIDE**

Pokémon

TRADING CARD GAMETM

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Team Rocket Blasts Off!

Dark Pokémon Are Everywhere!

by Michael G. Ryan

The 14 holofoil rare Pokémon in the *Team Rocket* expansion for the **Pokémon** trading card game are amazing. They're your favorite cards...with a twist. Dragonite has become Dark Dragonite (with the sneaky new Pokémon Power: Summon Minions); Blastoise has become Dark Blastoise. And Charizard? Well, of course, there is a Dark Charizard...with an attack called Continuous Fireball that does so much damage you won't think it's fair!

And that's just the beginning. There are more than a dozen uncommon and common Dark Pokémon cards as well. In fact, more than half of *Team Rocket's* 82 cards are like brand-new Pokémon that you'll get a chance to catch this spring when the *Team Rocket* expansion hits a store near you.

The Light Side

But this set doesn't just have Dark Pokémon that those bad boys of Team Rocket train to be a little meaner than other Pokémon. There are Pokémon that aren't Dark versions of their old selves. And these have some great new abilities too. How about Charmander's Pokémon Power: Gather Fire? This power lets you take 1 ⚡ Energy card attached to one of your other Pokémon and attach it to Charmander each turn!

Imagine how fast you'll be able to build up Charmander for when it evolves into Dark Charmeleon and gets its great Fireball attack (which might do 70 damage, if your coin flip comes up heads).

Remember how Mankey in the *Jungle* set could Peek at cards? Well, the *Team Rocket* Mankey has an equally fun attack called Mischief that lets you shuffle your opponent's deck. So much for your opponent using Pokédex, huh?

And naturally, Meowth is in the *Team Rocket* set...with an attack called Coin Hurl that might do 20 damage to any of your opponent's Pokémon, even a Benched one, with no Weakness or Resistance counted! Now that's gotta hurt.

Train Pokémon the Team Rocket Way

Team Rocket also has some great new Trainer cards. In fact there are nine in all. Among the best of these Trainer cards are:

- **Challenge!** The Challenge! card lets you draw more cards. It can be like putting up to 4 extra Bills in your deck, especially if you play it only when your opponent's Bench is full. This one is tricky to play, but remember that you control when you play it, so you can limit how much your opponent benefits from it.



- **Rocket's Sneak Attack.** This Trainer card lets you look at your opponent's hand to see what he or she might do in the next few turns. Plus you get to remove an annoying Trainer card (maybe that Super Energy Removal) from his or her hand (for a time).



Even more exciting is that two of the *Team Rocket* Trainer cards—Here Comes Team Rocket! and the nasty Rocket's Sneak Attack—will appear as rare holofoils. This is the first time that there's been a holographic Trainer card! Of course, both cards also appear as non-holo versions.

But that's not the end of the new holofoil cards: there's also a rare holofoil *Energy* card called Rainbow Energy that appears in the *Team Rocket* set.



What's So Special about Energy?

Plenty! And if you collect all of the *Team Rocket* cards, you'll know why! Three new Energy cards appear in this **Pokémon** expansion. There's Rainbow Energy, the rare Energy card we just mentioned that also appears as a holofoil, and two uncommon Energy cards—Full Heal Energy and Potion Energy.

Rainbow Energy can be any type of Energy you want it to be, and you can change it every turn. For example, let's say you attach Rainbow Energy to Machop and use it as ⬢ Energy. Next turn, you decide you want to move Rainbow Energy using Venusaur's Pokémon Power: Energy Trans, which only moves ⬢ Energy. Tah-dah, now it's ⬢ Energy. So you move Rainbow Energy to Psyduck and now want to use it as ⬢ Energy for Psyduck's Headache attack. Done—now Rainbow Energy is ⬢ Energy.

The one drawback is that when you attach Rainbow Energy from your hand to one of your Pokémon, it does 10 damage to that Pokémon. Rainbow Energy doesn't do any damage when you move it around, though. That happens only when you play it from your hand, so that's not too bad!

It's easy to guess what the other two Special Energy cards do. Just look at their names. Full Heal gets rid of Sleep, Confusion, Paralysis, or Poison from the Pokémon you attach it to. Potion Energy removes a damage counter from the Pokémon you attach it to. Both Energy cards provide 1 ⬢ Energy, so you should have plenty of uses for these special Energy cards!

Gotta Catch 'Em All

Team Rocket provides collectors and players of the **Pokémon** TCG with 82 new cards. This includes 17 holofoil rare cards, some really cool Dark Pokémon as well as new versions of some of your favorite Basic Pokémon, good new Trainer cards, and the first Special Energy cards since Double Colorless Energy. That should be enough to keep any collector busy, plus give players new options for old decks!

And *Team Rocket* is just the beginning of a great year for the **Pokémon** trading card game. Wizards of the Coast is hard at work now on cards for the next two releases, the *Gym Series* sets, so you'll have even more to look forward to in 2000!

DARK IS AS DARK DOES

So what is a Dark Pokémon? How are you supposed to play them? Is Dark Dugtrio the same as a regular Dugtrio? Nope, they're not the same! Here's what you need to know to start playing with the Dark Pokémon in *Team Rocket*:

- Remember that you can have only four copies of the same card in your deck, but a card counts as "the same" as another card only if it has the same name. The name "Wartortle" and the name "Dark Wartortle" are not the same, so you could, if you wanted, have 4 Wartortles and 4 Dark Wartortles in your deck.
- Stage 2 Dark Pokémon evolve from Stage 1 Dark Pokémon, but Stage 1 Dark Pokémon evolve from regular Basic Pokémon. For example, Dark Blastoise evolves from Dark Wartortle. This is shown in the upper left-hand corner of the card. That means you can't play Dark Blastoise on top of a regular Wartortle. Plus Blastoise only evolves from Wartortle, so you can't play Blastoise on Dark Wartortle.

However, both Wartortle and Dark Wartortle say they evolve from the Basic Pokémon (in this case, Squirtle). So you could have up to four Wartortles and four Dark Wartortles in the same deck, but all of them will evolve from Squirtle (which you can only have four of in your deck). —M.R.

POKÉMON TRICKS

Revolving Prizes!

The Trainer card **Here Comes Team Rocket!** makes you and your opponent play with your Prize cards face up for the rest of the game. This allows you to pick the best Prize every time. Well, what if you really need one of those Prize cards right now? No problem. The Basic Pokémon **Rattata** in *Team Rocket* has the Pokémon Power: **Trickery**, which lets you switch one of your Prizes for the top card of your deck...every turn. After you've switched the cards, you can use **Bill** or a card-drawing ability like **Dark Kadabra's** Pokémon Power: **Matter Exchange** to put that former Prize right into your hand!



Revolving Evolving!

The *Team Rocket* Stage 1 **Dark Dragonair** has an exciting Pokémon Power called **Evolutionary Light**. This power says that once each turn, **Dark Dragonair** will let you search your deck for an Evolution card and put it into your hand. Seems pretty simple, doesn't it? But wait — when you combine this with Pokémon **Breeder**, you can be evolving your **Charmander** into a **Charizard** on your second turn! And that's not to mention how many other Pokémon you'll be evolving to Stage 1 or Stage 2 in turns to come!

—M.R.



“TROUBLE” AND “DEVASTATION”

What Team Rocket Does Best

Do you have a hard time building decks, figuring out which Pokémon to put with which Trainer cards? And when the latest set comes out, do you want to start playing with those new cards right away?

Well, lots of players have these problems, and that's why *Wizards of the Coast* makes theme decks! Now you can get right into the action without having to figure out if **Gastly** is the greatest Basic Pokémon in the world to build a deck around (by the way, it isn't!).

The two *Team Rocket* theme decks — “**Trouble**” and “**Devastation**” — can certainly dish out what their names promise!

“**Trouble**” sends smaller Grass and Psychic Pokémon out to harass your opponent while you build up some bigger Psychic Pokémon like **Dark Kadabra** and **Dark Hypno**. Your opponent will know the real meaning of “**Trouble**” when **Dark Hypno** comes out with its **Bench Manipulation** attack. This makes your opponent flip a coin for each Pokémon on his or her Bench, with **Bench Manipulation** doing 20 damage to the Defending Pokémon for each tails! Oh, and did I mention that **Weakness** and **Resistance** don't count against this attack?

“**Devastation**” is loaded with Dark Pokémon that **Poison** and **Paralyze** — completely upsetting your opponent's best-laid plans. The deck also has some good Basic Pokémon to hold your opponent at bay until you're ready to really start raining down some “**Devastation**” of your own.

No matter what she says, it's not true that Michael G. Ryan loses every single game of Pokémon he plays with 7-year-old Michelle Cheung. It's not about who wins or loses anyway, right? Right?



Feel the Power of the Dark Side

by Kevin Endo

Ever feel like working for the bad guys? Well, Team Rocket can always use the help....

The Team Rocket expansion introduces Dark versions of 30 different Pokémon. In general, Dark Pokémon have fewer Hit Points than their non-Dark counterparts. But this lack of stamina is usually compensated for by a sneaky new attack or Pokémon Power.

Can Team Rocket finally win with this large selection of new Pokémon? They just might if they can master the Pokémon discussed here! We'll compare some of the best Dark Pokémon in the Team Rocket set with their non-Dark counterparts. If you want to fight beside Ash and his buddies, you'll need to know what to expect from these new Dark Pokémon. Here's your first lesson in the power of the dark side.



FIRE POKÉMON

Dark Charmeleon

If you want to play with Dark Charizard, you have to evolve it from Dark Charmeleon. This may be the only reason to use Dark Charmeleon. Dark Charmeleon has 30 fewer Hit Points than Charmeleon and has a Retreat Cost of ♠♠ instead of just ♠. Although its Fireball attack can do 70 damage, it works only half the time. Personally, I would much rather use Charmeleon's reliable 50 damage attack.



Dark Charizard

In a battle between Charizard and Dark Charizard, I think Charizard would win unless Dark Charizard got really lucky. At only 80 Hit Points, Dark Charizard has 40 fewer Hit Points than Charizard. Dark Charizard's Continuous Fireball attack only needs ♠♠ to get started, but it's not as consistent as Charizard's Fire Spin unless you add more ♠ Energy. But you can generally use it every turn, and it can do a lot of damage. This is one mean Pokémon.



GRASS POKÉMON

Dark Arbok

Dark Arbok is an interesting card with a couple of very powerful attacks. Dark Arbok's Stare attack has two effects—it can do 10 damage to any of your opponent's Pokémon, and it can shut down a Pokémon Power for a turn. This can be very useful for combating Pokémon Powers like Blastoise's Rain Dance or Alakazam's Damage Swap.



Dark Golbat

It seems fitting that Team Rocket would specialize in sneaky attacks. Dark Golbat is a good example. This card has the Pokémon Power: Sneak Attack, which does 10 damage to any of your opponent's Pokémon when it comes into play. It also has an attack that will do 20 damage to any Pokémon. Put them together and you can do 30 damage to an unsuspecting Pokémon. Of course, you need ♠♠ for the Flitter Attack. To get an extra ♠, you'll need Venusaur's Pokémon Power: Energy Trans.



Dark Vileplume

Few Pokémon cards have the potential to impact the game as much Dark Vileplume. This Pokémon has a Power called Hay Fever, which prevents all Trainer cards from being played. As you can imagine, this would be devastating to the large number of decks that depend heavily on Trainer cards.



FOILED AGAIN!

When you open up some Team Rocket packs you may notice a difference in the way your Pokémon holographic foil cards look. You may also have noticed a difference if you got some Base Set 2 cards. If you compare your 1st Edition Blastoise with your 1st Edition Dark Blastoise, you'll see that the foil looks different.

Some foil cards in the future will use what's called "cosmo" foil instead of the more familiar "starry" foil you've seen before. Both kinds of foil are completely official and authorized!

Why the change? Wizards is printing so many Pokémon cards so quickly that we're now using a lot of different printers, and not all of them use the same foil pattern. You may see both foil patterns in the future, but you'll never find both of them in the same expansion. So all your Team Rocket foils will use the same pattern. —M.R.

WATER POKÉMON

Dark Golduck

Most players agree that drawing extra cards is good. The more cards you have, the more choices you have. Those players will love Dark Golduck. If Dark Golduck has 1 Energy attached, its Third Eye attack allows you to discard 1 Energy card to draw up to 3 cards. Third Eye doesn't do any damage, unfortunately. And be careful you don't run out of cards!



Dark Gyarados

If you use Dark Gyarados in your deck, your opponent will probably have to play a little bit more carefully. With its Pokémon Power: Final Beam, Dark Gyarados can do 20 damage per attached Energy card to the Pokémon that Knocks Out Dark Gyarados. If you have 4 Energy on your Dark Gyarados, your opponent may think twice before using Dugtrio's Earthquake to Knock Out Dark Gyarados.



FIGHTING POKÉMON

Dark Machoke

With a pair of useful attacks, Dark Machoke is a pretty good Pokémon. For 200, Drag Off acts like the Trainer card Gust of Wind—before doing damage, you get to choose one of your opponent's Benched Pokémon and switch it with his or her Defending Pokémon. Also, for the exact same Energy cost, Knock Back does 30 damage to your opponent's Defending Pokémon and then makes him or her switch it with a Benched Pokémon. With Dark Machoke, you get to decide every turn which of your opponent's Pokémon to attack!



Dark Machop

With Machop, 200 gets you a 60-damage attack. For the same Energy, Dark Machop has an attack called Fling that forces your opponent to shuffle his or her Defending Pokémon and all cards attached to it back into his or her deck. This won't win you a game by itself, because it doesn't work if your opponent only has 1 Pokémon left. But it can get tough Pokémon off the table, leaving your opponent with very few choices. Plus, Dark Machop has a good 30 damage attack as a backup.



LIGHTNING POKÉMON

Dark Electrode

Dark Electrode has an attack called "Energy Bomb" that does 30 damage for 200. As a side effect, this attack forces you to take all of the Energy attached to Dark Electrode and attach it to your Benched Pokémon. Is this better than the attacks of the Base Set or Jungle Electrodes? Maybe. Maybe not. But if you can figure out some way to use a lot of Energy on your Benched Pokémon, it could be fun. Try switching two Dark Electrodes back and forth as your Active Pokémon.



Dark Magneton

In combination with Energy Removal cards, Dark Magneton's Magnetic Lines attack could prove very useful. In addition to doing 30 damage for 200, Magnetic Lines also allows you to move an Energy card from the Defending Pokémon to one of your opponent's Benched Pokémon. In many cases, your opponent will have Pokémon on his or her Bench that don't need more Energy. Plus, your opponent may find it difficult to attack with or retreat his or her Active Pokémon.



PSYCHIC POKÉMON

Dark Kadabra

Both Kadabra and Dark Kadabra are very good cards. Kadabra has more Hit Points and an attack that does 50 damage. Dark Kadabra has a 30-damage attack that can't be stopped by Resistance to Psychic Pokémon. Kadabra has an attack that removes damage counters, but Dark Kadabra's Pokémon Power: Matter Exchange allows you to discard a card to draw a card every turn. Both of these Pokémon are valuable additions to a Psychic deck, but Dark Kadabra's card-drawing ability makes it very attractive.



Dark Slowbro

With so few ways to get cards back from the discard pile, Dark Slowbro's Pokémon Power: Reel In is a welcome addition to the game. When you play Dark Slowbro from your hand, you can retrieve up to 3 Basic Pokémon or Evolution cards from your discard pile. Now you don't have to worry so much when your opponent Knocks Out your last Alakazam.



COLORLESS POKÉMON

Dark Dragonair

Although Dragonair may have a couple of solid attacks, Dark Dragonair has an incredible Pokémon Power. Dark Dragonair's Pokémon Power: Evolutionary Light is like being able to use the Trainer card Pokémon Trader every turn, without having to trade in a Pokémon from your hand! If you use a lot of Evolution Pokémon in your decks, Dark Dragonair could be a big help.



Dark Dragonite

The Fossil Dragonite, movie promo Dragonite, and Dark Dragonite all share a few attributes. They all have a big, risky attack. The Fossil Dragonite has an attack that does 0, 40, or 80 damage. The movie promo Dragonite has an attack that does 0 or 60 damage. Dark Dragonite has an attack that does 0 or 70 damage. All three also have a Pokémon Power, and Dark Dragonite's is perhaps the most interesting. When you put Dark Dragonite into play, you can search your deck for up to 2 Basic Pokémon and put them on your Bench. This may be a great way to find those Hitmonchans or Hitmonlees you need.



Kevin Endo knows that when you enter the "dark cave," you find only what you bring with you.

TEAM ROCKET TOP PLOTS

Every week, Team Rocket tries to capture Pikachu from Ash. Every week they fail. But some of the plots that Jesse and James hatch are pretty amazing. Sure they always lose in the end. But these plots, which range from digging a hole (which Jesse and James fall into) to stealing the roof of a stadium and flying it around with balloons are what keep Team Rocket fans coming back to the show week after week. Here then are our Top 5 favorite Team Rocket plots.

#5 Battle Aboard the St. Anne

Perhaps the best Team Rocket plot ever, we gave it the #5 spot because the Boss came up with it, not Jesse and James. Jesse and James (in disguise of course) hand out free passes to Pokémon trainers for a Pokémon cruise aboard the luxurious St. Anne. Once the ship is at sea, Team Rocket attacks and tries to steal all the Pokémon. I guess they didn't think all those trainers would fight back. Ouch!

#4 The Breeding Center Secret

Another great plot not concocted by Jesse and James claims the #4 spot. Butch and Cassidy (Jesse's old rival) open up a Breeding Center and have trainers lining up around the block with claims that Pokémon can evolve in just a few short days under their loving care. With trainers literally giving away their best Pokémon, how can this plan go wrong? Well, Misty's hungry stomach forces her back to the Center for her Psyduck because it's the key to a free lunch.

#3 The Water Flowers of Cerulean City and The Misty Mermaid

A TIE! Two trips to the Cerulean City gym share the #3 spot in our Top Plots poll. In the Water Flowers episode, Jesse and James interrupt a battle between Ash and Misty in the gym pool. The Rockets use a giant water pump to try to suck all the water (and Pikachu) out of the pool. In the return trip, Jesse and James interrupt Misty's debut as the "Magical Mermaid" in the gym's new show. Jesse and James tie up Misty's sisters and enter the show as, appropriately enough, the villains.

#2 Clefairy Tales

In a stroke of pure genius (don't look at us—we don't know how it happened either), Jesse and James capitalize on a rash of UFO sightings by constructing a flying saucer of their own ("flown" by Meowth operating a crane). The flying saucer descends on the town and two aliens in space suits (Jesse and James) emerge. Taking Pikachu from a stunned Ash, the aliens put the poor Pokémon into a specimen jar and rise back into the air. Team Rocket almost escapes, but the real aliens (Clefairy that are trying to get home), need Pikachu to power their spaceship.

#1 The Case of the K-9 Caper!

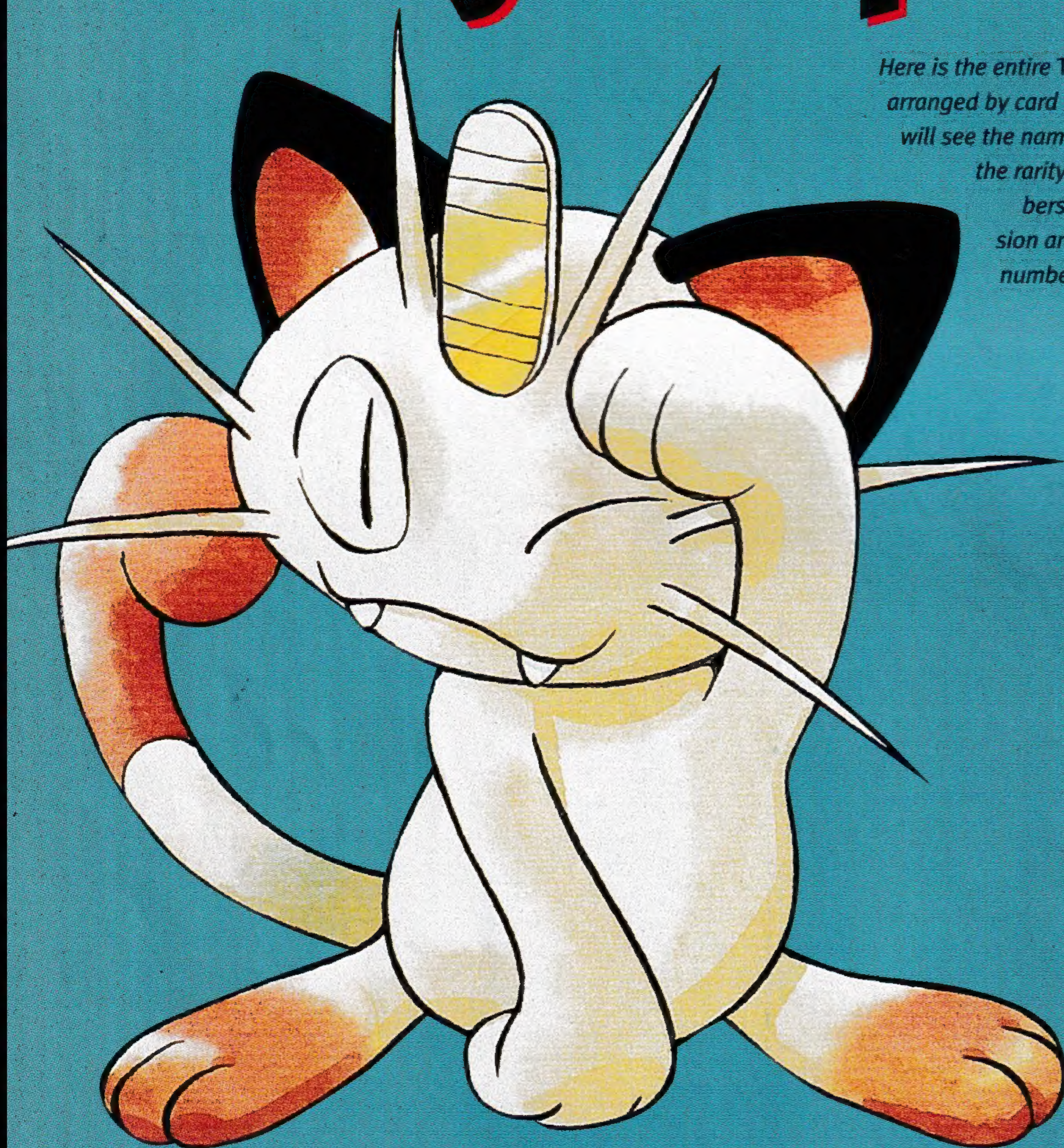
This plot has it all—smoke, costumes, and a voice imitation gadget. Trying to capture Officer Jenny's Growlithe K-9 unit (along with Pikachu, who is training with the unit), Jesse and James crash the training exercises. Team Rocket tosses gas grenades to produce a cloud of smoke that makes everyone talk in high squeaky voices. Jesse and James then emerge in Officer Jenny costumes and use a voice-altering megaphone to bark orders to the Growlithes in Officer Jenny's voice. Jesse even dresses up as Ash to confuse Pikachu. In the end, the Growlithes are just too smart for Jesse and James.

—Will McDermott

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Team Rocket Encyclopedia



Here is the entire Team Rocket card set! The cards are arranged by card number. Underneath each card you will see the name of the card, the card number, and the rarity symbol. Cards that have two numbers have two versions—a holofoil version and a non-holo rare version. The first number is for the holofoil and the second number is for the non-holo rare.

Rarity Legend

- ★ Rare Holofoil
- ★ Rare
- ◆ Uncommon
- Common



Dark Alakazam 1/82★
18/82★



Dark Arbok 2/82★
19/82★



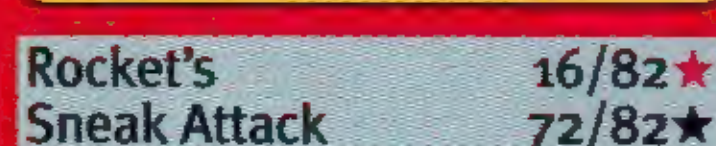
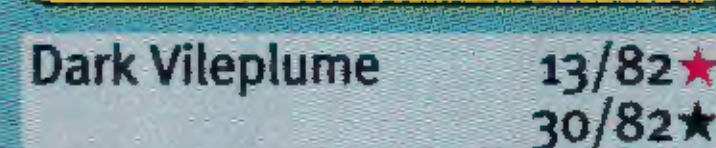
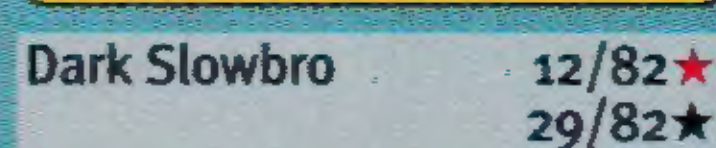
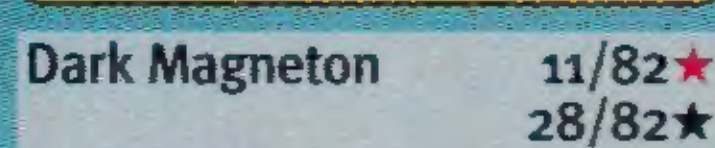
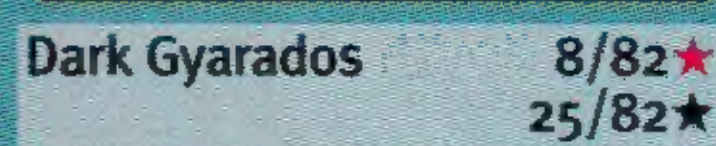
Dark Blastoise 3/82★
20/82★



Dark Charizard 4/82★
21/82★



Dark Dragonite 5/82★
22/82★



by Will McDermott

To tell you the truth, I overlooked Oddish when I first went through this set. But Oddish has two big things going for it. First, its Poisonpowder attack Poisons the Defending Pokémon *automatically*, and only costs 1 ⬤ Energy to use. A poisoned Pokémon on turn one can really mess up your opponent's plans. Second, you need to start with Oddish to eventually get Dark Vileplume into play, and that card is number eight on our list.

Have you ever thought to yourself, "If I just had Charizard, I would win this game?" Well, The Boss's Way is a Trainer card that allows you to pick up your deck, look through it, find one specific Dark Pokémon and put it into your hand. Best of all, there's no catch. You don't have to discard a card or wipe away all of your Energy or flip a coin. Just play The Boss's Way, go get Dark Charizard, and win the game. Cool, huh?



Dark Charmeleon 32/82 ♦



Dark Dragonair 33/82 ♦



Dark Electrode 34/82 ♦



Dark Flareon 35/82 ♦



Dark Gloom 36/82 ♦



Dark Golduck 37/82 ♦



Dark Jolteon 38/82 ♦



Dark Kadabra 39/82 ♦



Dark Machoke 40/82 ♦



Dark Muk 41/82 ♦



Dark Persian 42/82 ♦



Dark Primeape 43/82 ♦

8. Dark Vileplume

If you've faced any Energy Removal decks, you'll know why Dark Vileplume is so powerful. Once Dark Vileplume hits the table, its Pokémon Power: Hay Fever will prevent your opponent from playing any Energy Removals, Super Energy Removals, Bills, or any other Trainer cards. Of course, you won't be able to use any Trainer cards either, but you can plan for that.

7. Dark Kadabra

I really like Dark Kadabra. It has only 50 Hit Points, but Dark Kadabra has, in my opinion, the best Pokémon Power yet—Matter Exchange. Matter Exchange allows you to discard a card you don't need from your hand to draw another card. And you can do this every turn. Plus, Dark Kadabra's Mind Shock attack costs only ⚡⚡ and is great against decks that use Pokémon with Resistance to Psychic because it ignores Weakness and Resistance.



Dark Rapidash 44/82 ♦



Dark Vaporeon 45/82 ♦



Dark Wartortle 46/82 ♦



Magikarp 47/82 ●



Porygon 48/82 ●



Abra 49/82 ●



Charmander 50/82 ●



Dark Raticate 51/82 ●



Diglett 52/82 ●



Dratini 53/82 ●



Drowzee 54/82 ●



Eevee 55/82 ●

6. Dark Alakazam

If you want to do even more damage to a Pokémon that has Resistance to Psychic, Evolve Dark Kadabra into Dark Alakazam. It also has Mind Shock, but this one does 40 damage for . Even better, Dark Alakazam's Teleport Blast allows it to do 30 damage and then stay safe on your Bench during your opponent's turn. Switch it with a Pokémon that has no Retreat Cost and you can use Teleport Blast every turn.

5. Rocket's Sneak Attack

If you really hate Bill or Energy Removal, or want to make sure your opponent can't save his or her Pokémon with a Super Potion next turn, put some Rocket's Sneak Attack Trainer cards in your deck. Even if you don't find any Trainer cards in your opponent's hand, you'll know how much Energy he or she has available and what Pokémon you can expect to face over the next few turns.



Ekans 56/82 ●



Grimer 57/82 ●



Koffing 58/82 ●



Machop 59/82 ●



Magnetite 60/82 ●



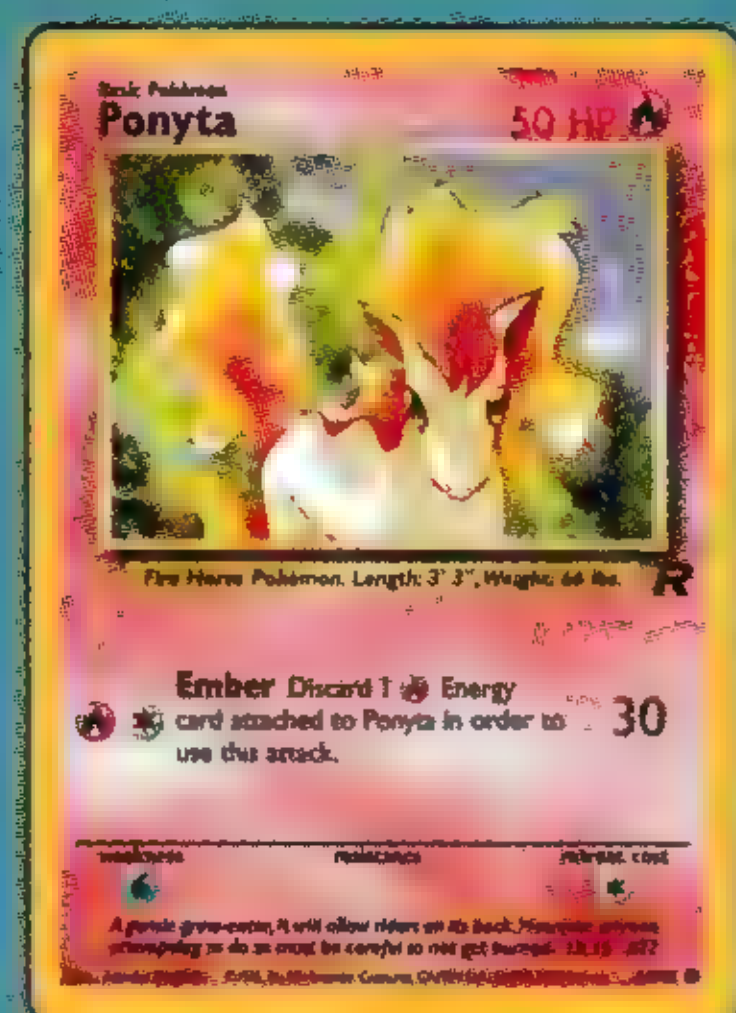
Mankey 61/82 ●



Meowth 62/82 ●



Oddish 63/82 ●



Ponyta 64/82 ●



Psyduck 65/82 ●



Rattata 66/82 ●



Slowpoke 67/82 ●

4. Dark Blastoise

One word—Hydrocannon. This attack does 30 damage for ☀☀, 50 damage for ☀☀☀, or a whopping 70 damage for ☀☀☀☀. And there's no drawback! Rocket Tackle is interesting but risky to use, so stick with Hydrocannon unless you're facing a Lightning deck. If Dark Blastoise gets into trouble, its Retreat Cost is only ☀☀, which is pretty cheap for a Stage 2 Pokémon.

3. Rainbow Energy

It's a hologfoil Energy card. If that wasn't cool enough, Rainbow Energy counts as every type of Energy while in play, so you can use it for any Energy costs you want. Its drawback is minor compared to the benefit. Plus, because it counts as both ☀ and ⚡ while in play, you can use Venusaur's Pokémon Power: Energy Trans or Dark Charmander's Pokémon Power: Gather Fire to move it around. And when you move it, you don't do any damage to the Pokémon you attach it to.



Squirtle 68/82 ●



Voltorb 69/82 ●



Zubat 70/82 ●



The Boss's Way 73/82 ♦



Challenge! 74/82 ♦



Digger 75/82 ♦



Imposter Oak's Revenge 76/82 ♦



Nightly Garbage Run 77/82 ♦



Sleep! 78/82 ♦



Goop Gas Attack 79/82 ●



Full Heal Energy 81/82 ♦



Potion Energy 82/82 ♦

2. Dark Dragonair

If you have too many Stage 1 and Stage 2 Pokémon in your deck, you run the risk of drawing cards you can't use early. If you have too few, you may never find them in time. But with Dark Dragonair in play, you can always have the Evolution cards you need when you need them. Its Pokémon Power: Evolutionary Light allows you to look through your deck for the Evolution card you need and put it in your hand. Plus, Dark Dragonair is a Colorless Pokémon, so you can put it in any deck to bring all your heavy hitters out just when you need them.

1. Dark Charizard

Could anything but Dark Charizard be the number-one card? Everyone loves the original big lizard because it looks so cool and does so much damage. This Dark version looks even cooler (in my opinion) and has an attack that is both cheaper to use and can do more damage than the original's. Of course, this comes at a price. Dark Charizard has fewer Hit Points and its attack requires coin flips. But unless you flip all heads, you can use Continuous Fireball every turn. Plus, you could do 200 damage in one turn for the same cost as Charizard's Fire Spin attack! Who can argue with that firepower?

Pokémon Check Lists

Rarity Legend

















































































★ Rare Holofoil ★ Rare ◆ Uncommon ● Common

Team Rocket Cards









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<input type="checkbox"/> 2/82 ★	Dark Arbok	Cobra Pokémon—Stage 1	<input type="checkbox"/> 43/82 ◆	Dark Primeape	Pig Monkey Pokémon—Stage 1
<input type="checkbox"/> 3/82 ★	Dark Blastoise	Shellfish Pokémon—Stage 2	<input type="checkbox"/> 44/82 ◆	Dark Rapidash	Fire Horse Pokémon—Stage 1
<input type="checkbox"/> 4/82 ★	Dark Charizard	Flame Pokémon—Stage 2	<input type="checkbox"/> 45/82 ◆	Dark Vaporeon	Bubble Jet Pokémon—Stage 1
<input type="checkbox"/> 5/82 ★	Dark Dragonite	Dragon Pokémon—Stage 2	<input type="checkbox"/> 46/82 ◆	Dark Wartortle	Turtle Pokémon—Stage 1
<input type="checkbox"/> 6/82 ★	Dark Dugtrio	Mole Pokémon—Stage 1	<input type="checkbox"/> 47/82 ◆	Magikarp	Fish Pokémon—Basic
<input type="checkbox"/> 7/82 ★	Dark Golbat	Bat Pokémon—Stage 1	<input type="checkbox"/> 48/82 ◆	Porygon	Virtual Pokémon—Basic
<input type="checkbox"/> 8/82 ★	Dark Gyarados	Atrocious Pokémon—Stage 1	<input type="checkbox"/> 49/82 ●	Abra	Psi Pokémon—Basic
<input type="checkbox"/> 9/82 ★	Dark Hypno	Hypnosis Pokémon—Stage 1	<input type="checkbox"/> 50/82 ●	Charmander	Lizard Pokémon—Basic
<input type="checkbox"/> 10/82 ★	Dark Machop	Superpower Pokémon—Stage 2	<input type="checkbox"/> 51/82 ●	Dark Raticate	Rat Pokémon—Stage 1
<input type="checkbox"/> 11/82 ★	Dark Magnetron	Magnet Pokémon—Stage 1	<input type="checkbox"/> 52/82 ●	Diglett	Mole Pokémon—Basic
<input type="checkbox"/> 12/82 ★	Dark Slowbro	Hermitcrab Pokémon—Stage 1	<input type="checkbox"/> 53/82 ●	Dratini	Dragon Pokémon—Basic
<input type="checkbox"/> 13/82 ★	Dark Vileplume	Flower Pokémon—Stage 2	<input type="checkbox"/> 54/82 ●	Drowzee	Hypnosis Pokémon—Basic
<input type="checkbox"/> 14/82 ★	Dark Weezing	Poison Gas Pokémon—Stage 1	<input type="checkbox"/> 55/82 ●	Eevee	Evolution Pokémon—Basic
<input type="checkbox"/> 15/82 ★	Here Comes Team Rocket!	Trainer	<input type="checkbox"/> 56/82 ●	Ekans	Snake Pokémon—Basic
<input type="checkbox"/> 16/82 ★	Rocket's Sneak Attack	Trainer	<input type="checkbox"/> 57/82 ●	Grimer	Sludge Pokémon—Basic
<input type="checkbox"/> 17/82 ★	Rainbow Energy	Energy	<input type="checkbox"/> 58/82 ●	Koffing	Poison Gas Pokémon—Basic
<input type="checkbox"/> 18/82 ★	Dark Alakazam	Psi Pokémon—Stage 2	<input type="checkbox"/> 59/82 ●	Machop	Superpower Pokémon—Basic
<input type="checkbox"/> 19/82 ★	Dark Arbok	Cobra Pokémon—Stage 1	<input type="checkbox"/> 60/82 ●	Magnemite	Magnet Pokémon—Basic
<input type="checkbox"/> 20/82 ★	Dark Blastoise	Shellfish Pokémon—Stage 2	<input type="checkbox"/> 61/82 ●	Mankey	Pig Monkey Pokémon—Basic
<input type="checkbox"/> 21/82 ★	Dark Charizard	Flame Pokémon—Stage 2	<input type="checkbox"/> 62/82 ●	Meowth	Scratch Cat Pokémon—Basic
<input type="checkbox"/> 22/82 ★	Dark Dragonite	Dragon Pokémon—Stage 2	<input type="checkbox"/> 63/82 ●	Oddish	Weed Pokémon—Basic
<input type="checkbox"/> 23/82 ★	Dark Dugtrio	Mole Pokémon—Stage 1	<input type="checkbox"/> 64/82 ●	Ponyta	Fire Horse Pokémon—Basic
<input type="checkbox"/> 24/82 ★	Dark Golbat	Bat Pokémon—Stage 1	<input type="checkbox"/> 65/82 ●	Psyduck	Duck Pokémon—Basic
<input type="checkbox"/> 25/82 ★	Dark Gyarados	Atrocious Pokémon—Stage 1	<input type="checkbox"/> 66/82 ●	Rattata	Rat Pokémon—Basic
<input type="checkbox"/> 26/82 ★	Dark Hypno	Hypnosis Pokémon—Stage 1	<input type="checkbox"/> 67/82 ●	Slowpoke	Dopey Pokémon—Basic
<input type="checkbox"/> 27/82 ★	Dark Machop	Superpower Pokémon—Stage 2	<input type="checkbox"/> 68/82 ●	Squirtle	Tiny Turtle Pokémon—Basic
<input type="checkbox"/> 28/82 ★	Dark Magnetron	Magnet Pokémon—Stage 1	<input type="checkbox"/> 69/82 ●	Voltorb	Ball Pokémon—Basic
<input type="checkbox"/> 29/82 ★	Dark Slowbro	Hermitcrab Pokémon—Stage 1	<input type="checkbox"/> 70/82 ●	Zubat	Bat Pokémon—Basic
<input type="checkbox"/> 30/82 ★	Dark Vileplume	Flower Pokémon—Stage 2	<input type="checkbox"/> 71/82 ★	Here Comes Team Rocket!	Trainer
<input type="checkbox"/> 31/82 ★	Dark Weezing	Poison Gas Pokémon—Stage 1	<input type="checkbox"/> 72/82 ★	Rocket's Sneak Attack	Trainer
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<input type="checkbox"/> 33/82 ◆	Dark Dragonair	Dragon Pokémon—Stage 1	<input type="checkbox"/> 74/82 ◆	Challenge!	Trainer
<input type="checkbox"/> 34/82 ◆	Dark Electrode	Ball Pokémon—Stage 1	<input type="checkbox"/> 75/82 ◆	Digger	Trainer
<input type="checkbox"/> 35/82 ◆	Dark Flareon	Flame Pokémon—Stage 1	<input type="checkbox"/> 76/82 ◆	Imposter Oak's Revenge	Trainer
<input type="checkbox"/> 36/82 ◆	Dark Gloom	Weed Pokémon—Stage 1	<input type="checkbox"/> 77/82 ◆	Nightly Garbage Run	Trainer
<input type="checkbox"/> 37/82 ◆	Dark Golduck	Duck Pokémon—Stage 1	<input type="checkbox"/> 78/82 ◆	Sleep!	Trainer
<input type="checkbox"/> 38/82 ◆	Dark Jolteon	Lightning Pokémon—Stage 1	<input type="checkbox"/> 79/82 ●	Goop Gas Attack	Trainer
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Base Set 2 Cards

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<input type="checkbox"/> 2/130 ★	Blastoise	Shellfish Pokémon—Stage 2	<input type="checkbox"/> 12/130 ★	Nidoqueen	Drill Pokémon—Stage 2
<input type="checkbox"/> 3/130 ★	Chansey	Egg Pokémon—Basic	<input type="checkbox"/> 13/130 ★	Ninetales	Fox Pokémon—Stage 1
<input type="checkbox"/> 4/130 ★	Charizard	Flame Pokémon—Stage 2	<input type="checkbox"/> 14/130 ★	Pidgeot	Bird Pokémon—Stage 2
<input type="checkbox"/> 5/130 ★	Clefable	Fairy Pokémon—Stage 1	<input type="checkbox"/> 15/130 ★	Poliwrath	Tadpole Pokémon—Stage 2
<input type="checkbox"/> 6/130 ★	Clefairy	Fairy Pokémon—Basic	<input type="checkbox"/> 16/130 ★	Raichu	Mouse Pokémon—Stage 1
<input type="checkbox"/> 7/130 ★	Gyarados	Atrocious Pokémon—Stage 1	<input type="checkbox"/> 17/130 ★	Scyther	Mantis Pokémon—Basic
<input type="checkbox"/> 8/130 ★	Hitmonchan	Punching Pokémon—Basic	<input type="checkbox"/> 18/130 ★	Venusaur	Seed Pokémon—Stage 2
<input type="checkbox"/> 9/130 ★	Magnetron	Magnet Pokémon—Stage 1	<input type="checkbox"/> 19/130 ★	Wigglytuff	Balloon Pokémon—Stage 1
<input type="checkbox"/> 10/130 ★	Mewtwo	Genetic Pokémon—Basic	<input type="checkbox"/> 20/130 ★	Zapdos	Electric Pokémon—Basic

<input type="checkbox"/> 21/130 ★  Beedrill	Poison Bee Pokémon—Stage 2	<input type="checkbox"/> 76/130 ●  Goldeen	Goldfish Pokémon—Basic
<input type="checkbox"/> 22/130 ★  Dragonair	Dragon Pokémon—Stage 1	<input type="checkbox"/> 77/130 ●  Jigglypuff	Balloon Pokémon—Basic
<input type="checkbox"/> 23/130 ★  Dugtrio	Mole Pokémon—Stage 1	<input type="checkbox"/> 78/130 ●  Machop	Superpower Pokémon—Basic
<input type="checkbox"/> 24/130 ★  Electabuzz	Electric Pokémon—Basic	<input type="checkbox"/> 79/130 ●  Magnemite	Magnet Pokémon—Basic
<input type="checkbox"/> 25/130 ★  Electrode	Ball Pokémon—Stage 1	<input type="checkbox"/> 80/130 ●  Meowth	Scratch Cat Pokémon—Basic
<input type="checkbox"/> 26/130 ★  Kangaskhan	Parent Pokémon—Basic	<input type="checkbox"/> 81/130 ●  Metapod	Cocoon Pokémon—Stage 1
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<input type="checkbox"/> 31/130 ★  Venomoth	Poisonmoth Pokémon—Stage 1	<input type="checkbox"/> 86/130 ●  Pidgey	Tiny Bird Pokémon—Basic
<input type="checkbox"/> 32/130 ★  Victreebel	Flycatcher Pokémon—Stage 2	<input type="checkbox"/> 87/130 ●  Pikachu	Mouse Pokémon—Basic
<input type="checkbox"/> 33/130 ◆  Arcanine	Legendary Pokémon—Stage 1	<input type="checkbox"/> 88/130 ●  Poliwhag	Tadpole Pokémon—Basic
<input type="checkbox"/> 34/130 ◆  Butterfree	Butterfly Pokémon—Stage 2	<input type="checkbox"/> 89/130 ●  Rattata	Rat Pokémon—Basic
<input type="checkbox"/> 35/130 ◆  Charmeleon	Flame Pokémon—Stage 1	<input type="checkbox"/> 90/130 ●  Rhyhorn	Spikes Pokémon—Basic
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<input type="checkbox"/> 37/130 ◆  Dodrio	Triplebird Pokémon—Stage 1	<input type="checkbox"/> 92/130 ●  Spearow	Tiny Bird Pokémon—Basic
<input type="checkbox"/> 38/130 ◆  Dratini	Dragon Pokémon—Basic	<input type="checkbox"/> 93/130 ●  Squirtle	Tiny Turtle Pokémon—Basic
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<input type="checkbox"/> 41/130 ◆  Fearow	Beak Pokémon—Stage 1	<input type="checkbox"/> 96/130 ●  Tangela	Vine Pokémon—Basic
<input type="checkbox"/> 42/130 ◆  Growlithe	Puppy Pokémon—Basic	<input type="checkbox"/> 97/130 ●  Venonat	Insect Pokémon—Basic
<input type="checkbox"/> 43/130 ◆  Haunter	Gas Pokémon—Stage 1	<input type="checkbox"/> 98/130 ●  Voltorb	Ball Pokémon—Basic
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<input type="checkbox"/> 45/130 ◆  Jynx	Human Shape Pokémon—Basic	<input type="checkbox"/> 100/130 ●  Weedle	Hairy Bug Pokémon—Basic
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<input type="checkbox"/> 47/130 ◆  Kakuna	Cocoon Pokémon—Stage 1	<input type="checkbox"/> 102/130 ★ Imposter Professor Oak	Trainer
<input type="checkbox"/> 48/130 ◆  Lickitung	Licking Pokémon—Basic	<input type="checkbox"/> 103/130 ★ Item Finder	Trainer
<input type="checkbox"/> 49/130 ◆  Machoke	Superpower Pokémon—Stage 1	<input type="checkbox"/> 104/130 ★ Lass	Trainer
<input type="checkbox"/> 50/130 ◆  Magikarp	Fish Pokémon—Basic	<input type="checkbox"/> 105/130 ★ Pokémon Breeder	Trainer
<input type="checkbox"/> 51/130 ◆  Magmar	Spitfire Pokémon—Basic	<input type="checkbox"/> 106/130 ★ Pokémon Trader	Trainer
<input type="checkbox"/> 52/130 ◆  Marowak	Bonekeeper Pokémon—Stage 1	<input type="checkbox"/> 107/130 ★ Scoop Up	Trainer
<input type="checkbox"/> 53/130 ◆  Nidorina	Poison Pin Pokémon—Stage 1	<input type="checkbox"/> 108/130 ★ Super Energy Removal	Trainer
<input type="checkbox"/> 54/130 ◆  Nidorino	Poison Pin Pokémon—Stage 1	<input type="checkbox"/> 109/130 ◆ Defender	Trainer
<input type="checkbox"/> 55/130 ◆  Paraset	Mushroom Pokémon—Stage 1	<input type="checkbox"/> 110/130 ◆ Energy Retrieval	Trainer
<input type="checkbox"/> 56/130 ◆  Persian	Classy Cat Pokémon—Stage 1	<input type="checkbox"/> 111/130 ◆ Full Heal	Trainer
<input type="checkbox"/> 57/130 ◆  Poliwhirl	Tadpole Pokémon—Stage 1	<input type="checkbox"/> 112/130 ◆ Maintenance	Trainer
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<input type="checkbox"/> 64/130 ◆  Weepinbell	Flycatcher Pokémon—Stage 1	<input type="checkbox"/> 119/130 ● Energy Removal	Trainer
<input type="checkbox"/> 65/130 ●  Abra	Psi Pokémon—Basic	<input type="checkbox"/> 120/130 ● Gust of Wind	Trainer
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<input type="checkbox"/> 74/130 ●  Exeggcute	Egg Pokémon—Basic	<input type="checkbox"/> 129/130 Psychic Energy	Energy
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Promotional Cards

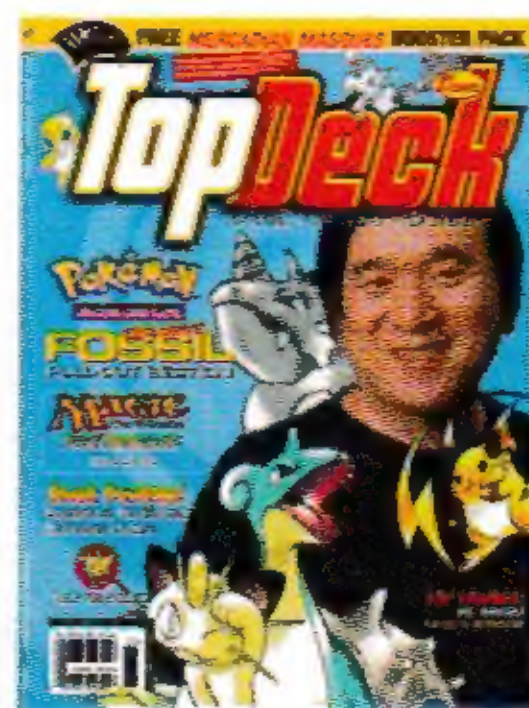
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